1   <u>CLAIM LISTING</u>

2   1.   (Currently Amended) A gaming system including:

3   (a)   a number of gaming machines, each gaming machine including a respective game

4   presentation arrangement capable of producing any one of a number of unrelated

5   game presentations;

6   (b)   a ~~system configuration~~ <u>player monitoring</u> arrangement for producing system

7   configuration commands <u>based at least partially on a characteristic associated with</u>

8   <u>a player;</u> and

9   (c)   a game modification controller in communication with the player monitoring

10   arrangement and with each respective gaming machine, the game modification

11   controller for receiving system configuration commands from the ~~system~~

12   ~~configuration~~ <u>player monitoring</u> arrangement and for communicating presentation

13   switching instructions to one or more of the gaming machines in response to the

14   system configuration commands, the presentation switching instructions causing

15   the respective gaming machine to switch from a first game presentation to a

16   second game presentation.

17

18   2.   (Currently Amended) The gaming system of Claim 1 ~~wherein the system configuration~~

19   ~~arrangement includes~~ <u>further including</u> a manual interface through which configuration

20   commands may be manually initiated.

21

22   3.   (Canceled)

Page 2 of 18

1   4.   (Currently Amended) The gaming system of Claim [[3]] 1 wherein the player monitoring

2   arrangement includes:

3   (a)   a player location tracking controller for producing configuration commands based

4   at least partially upon the location of a player; and

5   (b)   a player location determining arrangement for determining the location of the

6   player in a gaming facility including one or more of the gaming machines.

7

8   5.   (Original) The gaming system of Claim 4 wherein the player location determining

9   arrangement includes a signal reading device for remotely reading identifying information

10   carried by the player or remotely receiving identifying signals originating from a device

11   carried by the player.

12

13   6.   (Original) The gaming system of Claim 4 wherein the player location determining

14   arrangement includes:

15   (a)   a number of signal reading devices for remotely receiving identifying signals

16   originating from a device carried by the player; and

17   (b)   a signal timing analyzing device for analyzing the timing between the identifying

18   signals received by the number of signal reading devices to determine the location

19   of the player.

20

21   7.   (Currently Amended) The gaming system of Claim [[3]] 1 wherein the player monitoring

22   arrangement includes a player preference tracking controller for producing configuration

1   commands based at least partially upon actual or postulated player preferences for one or

2   more players in a gaming facility including one or more gaming machines.

3

4   8.   (Original) The gaming system of Claim 7 further including a player data collection

5   arrangement for making individual or group player-related data available to the player

6   preference tracking controller.

7

8   9.   (Currently Amended) The gaming system of Claim [[3]] 1 wherein the player monitoring

9   arrangement includes a player interface controller for producing configuration commands

10   based at least partially upon ~~communications with one or more players~~ a player's

11   response to an inquiry displayed at a respective one of the gaming machines used by the

12   player, the inquiry being displayed in response to a communication directed by the player

13   interface controller.

14

15   10.   (Currently Amended) A method of configuring a system of gaming machines, the

16   method including steps of:

17   (a)   producing a system configuration command based at least partially on a

18   characteristic associated with a player; and

19   (b)   in response to the system configuration command, switching a first game

20   presentation at one or more gaming machines in the system ~~from a first game~~

21   ~~presentation~~ to a second game presentation unrelated to the first game

22   presentation.

Page 4 of 18

1   11.   (Currently Amended) The method of Claim 10 further including the step of producing

2   presentation switching instructions in response to the system configuration command and

3   communicating the presentation switching instructions to the one or more gaming

4   machines to effect switching the first game presentation at one or more gaming machines

5   in the system from the first game presentation to the second game presentation.

6

7   12.   (Original) The method of Claim 10 wherein the step of producing the system

8   configuration command includes receiving manual system configuration inputs through a

9   system management interface.

10

11   13.   (Original) The method of Claim 10 wherein the step of producing the system

12   configuration command includes:

13   (a)   producing location information indicating the location of one or more players in a

14   gaming facility including one or more of the gaming machines; and

15   (b)   producing the system configuration command based at least partially upon the

16   location information.

17

18   14.   (Original) The method of Claim 10 wherein the step of producing the system

19   configuration command includes:

20   (a)   transmitting gaming information to a particular player using one of the gaming

21   machines through the respective gaming machine;

22   (b)   receiving a player response from the player; and

Page 5 of 18

1   (c)   producing the system configuration command based at least partially upon the

2   player response from the player.

3

4   15.   (Currently Amended) The method of Claim 14 wherein the step of transmitting gaming

5   information includes transmitting information on ~~an additional~~ the second game

6   presentation ~~different from the game presentation currently offered at the gaming machine~~

7   ~~used by the particular player~~, and providing the particular player an opportunity to select

8   the ~~additional~~ second game presentation.

9

10   16.   (Currently Amended) The method of Claim 10 wherein the step of producing the system

11   configuration command includes:

12   (a)   receiving player preference data associated with [[a]] the player; and

13   (b)   producing the system configuration command based at least partially upon the

14   player preference data.

15

16   17.   (Original) The method of Claim 16 wherein the step of receiving player preference data

17   includes receiving player profile data for a player profile matched by the player.

18

19   18.   (Original) The method of Claim 16 wherein the step of receiving player preference data

20   includes receiving historical system activity data collected for the player.

21

Page 6 of 18

1   19.   (Currently Amended) A program product for configuring a system of gaming machines,

2   the program product being stored on a computer readable medium and including:

3   (a)   system configuration program code for producing a system configuration

4   command, based at least partially on a characteristic associated with a player; and

5   (b)   presentation switching program code for responding to the system configuration

6   command by switching a first game presentation at one or more gaming machines

7   in the system from a first game presentation to a second game presentation

8   unrelated to the first game presentation.

9

10   20.   (Currently Amended) The program product of Claim 19 wherein the presentation

11   switching program code include presentation switching instruction program code for

12   producing presentation switching instructions in response to the system configuration

13   command and transmitting the presentation switching instructions to the one or more

14   gaming machines to effect the switch of the game presentation at one or more gaming

15   machines in the system from the first game presentation to the second game presentation.

16

17   21.   (Currently Amended) The program product of Claim 19 further including system

18   management interface program code for producing an interface for receiving manual

19   system configuration inputs and producing the system configuration command based

20   partially on in response to the manual system configuration inputs.

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Page 7 of 18

1   22.   (Original) The program product of Claim 19 further including player location controller

2   program code for producing the system configuration command based at least partially

3   upon player location information.

4

5   23.   (Currently Amended) The program product of Claim 19 further including player

6   interaction program code for transmitting gaming information [[to]] for a particular player

7   using to one of the gaming machines through the respective gaming machine, receiving a

8   player response from the player, and producing the system configuration command based

9   at least partially upon the player response from the player.

10

11   24.   (Currently Amended) The program product of Claim 19 further including player

12   preference controller program code for accessing player preference data associated with

13   [[a]] the player and producing the system configuration command based at least partially

14   upon the player preference data.

Page 8 of 18